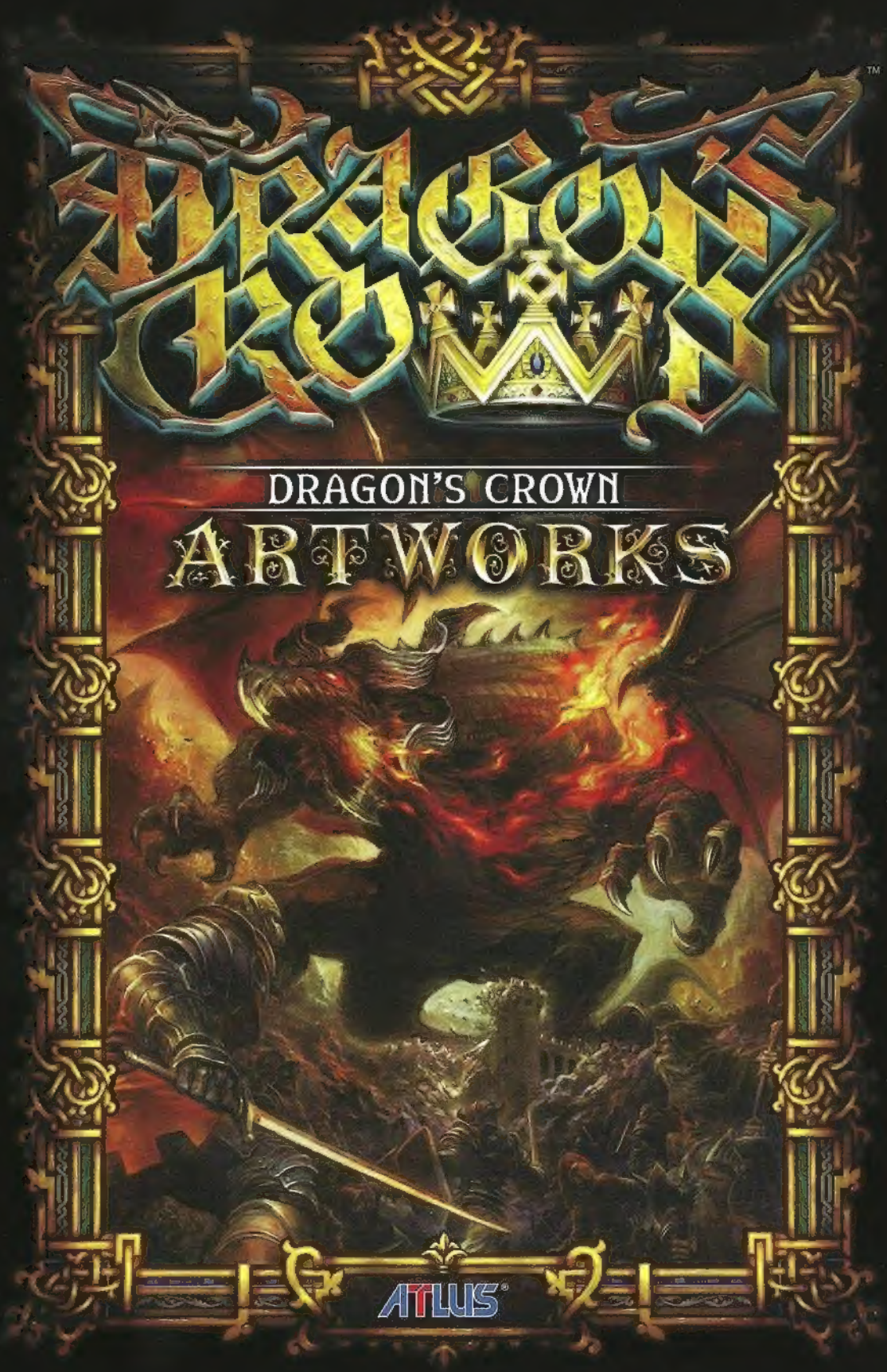
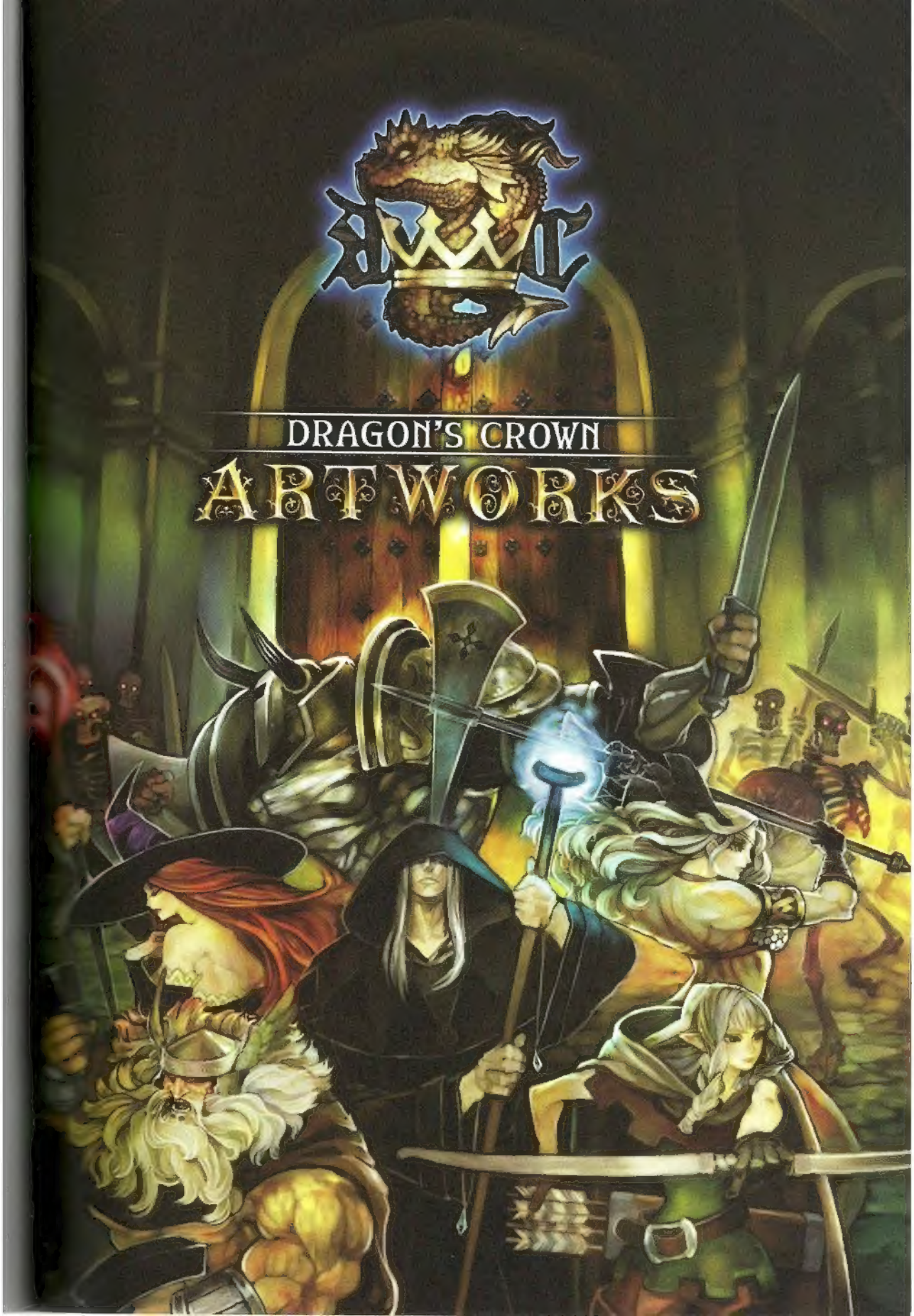

DRAGON'S CROWN
ARTWORKS
ATLUS


DRAGON'S CROWN
ARTWORKS

CONTENTS

Foreword by Vanillaware President, George Kamitani 03

Character Illustrations & Pose Collections

- Fighter 04
- Amazon 08
- Dwarf 12
- Elf 16
- Wizard 20
- Sorceress 24

Rannie & Tiki 28

Hydeland Town Facilities 29

The People of Hydeland 30

Labyrinths of Hydeland 34

Labyrinth Encounters 36

Monster Compendium 38

Publicity Artwork 48

Background Art 50

Camp Cooking 54

Concept Art 56

Guest Artwork Introduction 57

Akiman's Illustrations 58

Kinu Nishimura's Illustrations 60

Gouda Cheese (BENGUS)'s Illustrations 62

Foreword

Thank you very much for purchasing Dragon's Crown.

To all the customers who have been looking forward to this game since its first announcement in 2011, please forgive us for making you wait two years for it. Dragon's Crown has become a deeply moving product for me, and I would like to explain the circumstances that made it that way. I drafted the first plan for this game about 15 years ago, immediately after I created a game called Princess Crown. It never saw the light of day at that time, but ever since, in the depths of my heart I've been wanting to make it ever if the opportunity ever arose.

Many months and days passed after that first draft, and when I established a small game company called Vanillaware, that opportunity finally came. A senior at a certain company that I used to work for asked me if I had any plans for a game. I seized that chance to reorganize the plan for Dragon's Crown that I'd been dreaming of. To make a long story short, that plan didn't come to pass with that company, but I received a sudden approval from an unexpected company, and production of this game as a title for UTV Ignition began.

However, in the middle of development in 2011, UTV Ignition decided to retreat from the gaming industry. The project was up in the air, we were out of development funding, and I was just about to give up on continuing the project when Atlus stepped into the picture. They had lent us a helping hand time and time again, from Princess Crown to Odin Sphere, and once again, they saved us from our predicament. Now, in the summer of 2013, after a long development period full of twists and turns, Dragon's Crown is complete. It has been a rare piece of work, and we were able to spend four years creating and elaborating upon it.

The motif within Dragon's Crown is all the fantasy works that have affected me until now: the PC RPG Wizardry that I first came into contact with when I was a student, Ian Livingstone's gamebooks, games like Tower of Druaga, Golden Axe, and The King of Dragons, that I was constantly going to arcades to play. If I were to take the time to mention every title, the list would never end. Because I had the time, I was able to imbue Dragon's Crown with such glittering treasures both as homages and as an essence within it.

Participating in the development of the D&D® Tower of Doom arcade game at Capcom in my early 20s was truly something that I had aspired for. Its influences on this product are unfathomable. Now that development of Dragon's Crown is over, I feel it is something that I can proudly say, "Please, play this game" to my old friends at Capcom. This is all thanks to the staff that put forth their abilities and poured their passions into this product, and those who believed in this project and supported us by lending a hand.

And, most of all, it is thanks to our customers that we were able to make another one of our dreams come true. I'd like to thank everyone and wish from the depths of my heart that your experience with this game will be truly enjoyable.

If you enjoy this game, that will become Vanillaware's driving force to challenge a new dream.

Vanillaware President, George Kamitani

FIGHTER

Artist: George Kamitani

Artist: George Kamitani

Pose Collection

▶Idle 1

◀Idle 2

Artist: Yukiko Hirai

▲Dash

▼Evade

▲Tempest Edge Stance

◀Aerial Up Attack

▼Dash Attack

▼Unarmed Attack 2
▶Unarmed Attack 1
▲▶Unarmed Attack 3
▼Drop Attack
▼Recovery
▶Unarmed Attack 4
▼Guard
◀Tempest Edge
◀Walking
▶Power Smash
▲Aerial Unarmed Attack
◀▲▶Sword Attack
▲Sliding
◀▶Sword Stab
▲Heavy Knockback

AMAZON

Artist: George Kamitani

Artist: George Kamitani

Pose Collection

◀ Idle 1

◀ Landing

▼▶ Power Smash

▼ Heavy Knockback

▲ Dash

▼ Hip Attack

▼ Unarmed Attack 4

▼ Unarmed Evasion

▼ Jump 2

▼ Unarmed Attack 1

▼ Guard

▶ Unarmed Attack 2

▲ Unarmed Attack 3

◀ Aerial Unarmed Attack

▼ Aerial Up Attack

▼ Evade

▼ Attack (Mounted)

▲ Caught

◀ Sliding

▲ Stunned

Artist: Emika Kida

DWARF

Artist: George Kamitani

Artist: George Kamitani

Pose Collection

▲Idle 1

▲Idle 2

Artist: Emika Kida

▶Mounted

▶Eagle Dive

◀Heavy Knockback

▼Stunned

▲Light Knockback

◀▼Jump
▼Landing
◀Throw
▲Hammer Attack 2
◀Hammer Attack 3
▼Aerial Throw
▲Power Smash
▼Aerial Grab
▼Down
▲Body Press
▲Rock Skin
▲Dash Attack
▼Drinking
▼Magma Infusion
▶Sliding

ELF

Artist: George Kamitsis

Artist: George Kamitani

Pose Collection

Artist: Yukiko Hirai

Artist: George Kamitani

Artist: George Kamitani

◀Idle 2

Pose Collection

Walking (Charging)▶

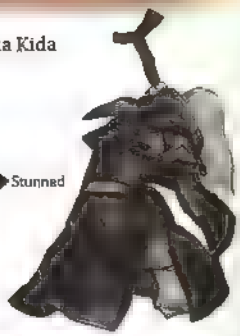
Artist: Emika Kida

▼Standing (Charging)

◀Mounted

▼Attack 1 (Weapon)

▶Stunned



▼Sliding

▶Dash
▶Aerial Magic Attack 2
▲Down
▼dle 1
◀Magic Attack 3
▲Magic Attack 1
▲Heavy Knockback
◀Magic Attack 2
▼▶Jump
▲Looking Back
▲Dash Attack
▼Light Knockback
▲Magic Attack 4
▶Teleport
▲Aerial Magic 1
▲Levitation
▶Down (Light Knockback)

SORCERESS

Artist: George Kamita

Artist: George Kamitani

Pose Collection

◀ Walking

▶ Idle 2

◀ Getting Up

▲▶ Sliding

▲ Levitation

◀ Magic Attack 3

▲ Aerial Magic 1

◀ Magic Attack 1

▲ Magic Attack 5 (Not Used)

▼ Magic Attack 6 (Not Used)

▲▶ Jump

▼ Magic Attack4

▲ Aerial Magic 2

▶ Light Knockback

◀▲ Down

▲ Caught

▲ Magic Attack 2

◀Throw

◀Idle 1

▼Heavy Knockback

▼Stunned (Light Knockback)

▲Dash

▼Mounted

▲Stunned

▲Walking (Charging)

Artist: Yukiko Hirai

Rannie & Tiki

Hydeland Town Facilities

Dragon's Haven Inn

Adventurers Guild

Canaan Temple

Castle

Morgan's Magic Item Shop

Stables

Magician Lucain's Tower

Gate

PRINCESS VIVIAN

Dean
Gustaf

SAMUEL

MORGAN

MONK

LUCAIN

Labyrinths of Hydeland

The players have come to the town of Hydeland as adventurers. Just like all the others, they came to challenge the dangerous labyrinths from the ruins on the outskirts of the city.

But, as the rumors said, these places were no laughing matter. Only a select few return alive, and those whose bones are eventually found by others and buried behind the temple are considered fortunate.

Ancient Temple Ruins

The ruins of this temple from the long-ago Elfian Era remain full of mysteries and treasures. Legend tells that an elder dragon from the age of myths destroyed this civilization overnight.

Old Capital

This city was once the capital of a great empire to the north, but fell to an invasion. Now, these ruins are a dangerous place, where dragons and wyverns make their nests.

Wallace's Underground Labyrinth

It's said this underground maze was created in a single night with magic. It is a most dangerous place, with traps everywhere that thwart all who would attempt to enter it.

Bilbaron Subterranean Fortress

This fortress constructed within a canyon is currently in the possession of an army of Orcs. The kingdom's army continues to make fierce attacks to take back this strategic point along the kingdom's borders.

Castle of the Dead: Catacombs

This vast network of catacombs contains an uncountable number of skeletons.
Only the [illegible]

Ghost Ship Cove

The interior of this crevice along the coast is vast, [illegible] like another sea.
This region is feared by sailors and many ships have gone missing here.

Forgotten Sanctuary

In the time of the gods, people attempted to construct a giant tower to reach the heavens.
The gods were angered by this arrogance, and it is said those people were destroyed along with the city that used to stand here.

Magician's Tower

This tower was once considered the sanctuary of wisdom, admired by magicians and a symbol of higher learning. It was captured by rebel forces who sought the kingdom's decline, and now it is feared as a symbol of evil.

Lost Woods

Here in the Lost Woods, the same scenery repeats endlessly until you lose all track of where you came from. Legend has it that only the hermits who make this place their homes know of the way out.

Roland the Brave

Tommit the Bandit

Rickey, the Magician's Apprentice

Hobgoblin Chef

Phantom Knight

Mermaid

Female Warrior Monk

Spirit

Forest Hermit

Goblins

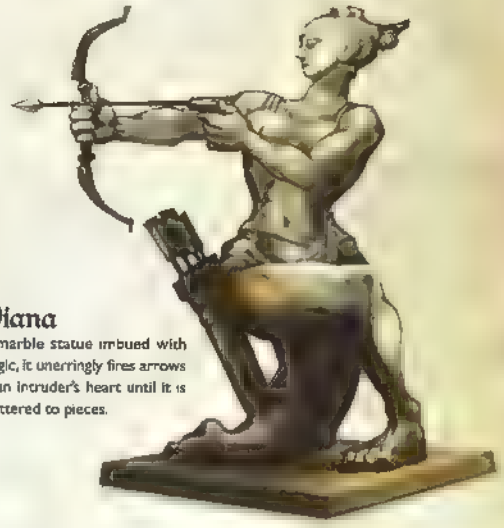
These small creatures are cultured enough to create weapons, armor, and other materials, and they are well versed in magic as well. Though they tend to be aggressive, they are weak and will run away the instant they believe they are at a disadvantage. They have an alliance of sorts with the Orcs, Goblins are servants to the mighty Orcs, but to hear the Goblins tell it, that's just what they want everyone to think.

Orcs

A ferocious and savage race with low Intelligence. Each of the Orc tribes used to war against one another, but the Chignac Tribe unified all the Orc bands into a powerful marauding force. They subdued the Goblins by force and are expanding their territory with frightening speed. Even now, they have begun to invade Hydeland.

Lizardman

These demihumans with reptilian ancestry are physically superior to humans, and their entire bodies are protected by strong scales. They have a unique, primal civilization, and dwell in small numbers in wetlands along the coast. They follow a xenophobic religion and have an abiding hatred of humans.



Diana

A marble statue imbued with magic, it unerringly fires arrows at an intruder's heart until it is shattered to pieces.

Demons

These loyal servants of the Demon King have arisen from the demon realm, and are adversaries of the holy powers. They strive to corrupt those who worship the goddesses and make their lives endless suffering. They may leave the demon realm on their own, but most of the time they are summoned by corrupt human mages.

Demon Portal

A portal used by evil magicians to summon Demons from the demon realm with an ancient ritual. Demons travel through the fire on this altar to appear in this world.

Thief

Often appearing wherever treasure is to be found, they sneak through battlefields and quickly steal valuables while combat rages around them. No chest lock is proof against their nimble fingers, so by the time you notice them, they are long gone.

Evil Wizards

These malicious magicians chant curses and sometimes gain power by selling portions of their souls to demons. It is said those who control dark forces lose their vitality, but what little is seen of these faces beneath their low hoods is always grinning without fear.

Fighters

The northern kingdom of Bolga is an enemy of Hydeland. While technically both kingdoms have a truce, these warriors are taking advantage of the Orc Army's invasion and the confusion of Hydeland's politics to repeatedly taunt Hydeland's military. In particular, the official Hydeland religion draws a great deal of their ire.

Skeleton

Skeletal warriors are created from the bodies of the dead, given life through powerful magic. They are quite nimble and strike at opponents without mercy. They are very troublesome foes, but completely loyal when fighting on your side.

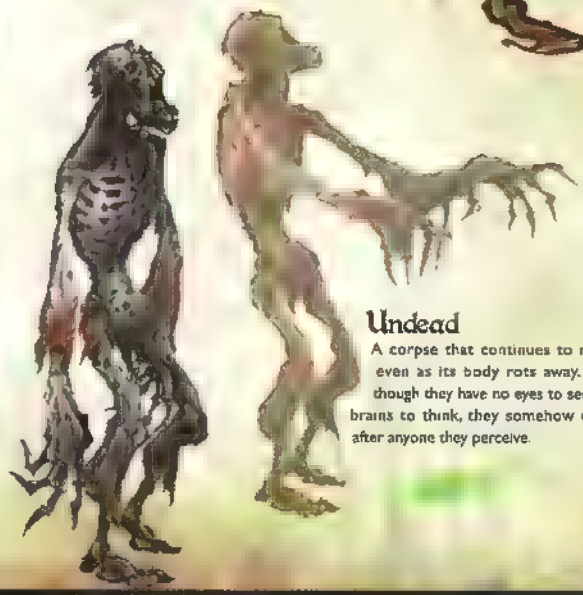
...ed than feared, Ghosts wander to and fro in their billowing ...ly attire. They are trapped between worlds in a dark sadness, ... the living in order to have someone join them in their loneliness.

Wood Golem

A magically animated puppet created by giving old trees life with spells. They attack with powerful punches, and will obey the wizard that created them without rest until their bodies are reduced to a lump of wood.

Bloated Corpse

A fleshy undead being, its very tissue is inflated with necrotic gases, and its cavities are host to horrific numbers of maggots. The septic fluid within its belly is quite poisonous.



Undead

A corpse that continues to move, even as its body rots away. Even though they have no eyes to see, nor brains to think, they somehow chase after anyone they perceive.

Vampire Bat

These giant vampiric bats dwell in various areas of Hydeland. Their fangs are razor-sharp, and anyone unfortunate enough to fall victim to them dies a slow death as more and more bats latch onto them.

Sabertooth

Large, carnivorous beasts with huge fangs that have been feared since ancient times. They are vicious fighters, but their pack behavior leads to them accepting those who overpower them as their leaders.

Some adventurers go out of their way to tame these savage beasts.

Dragonlisk

Cunning, mid-sized dinosaurs that are quick on their feet and have lived since before the first civilizations. They are a distant subspecies of dragon, and have the ability to breathe fire.

Lately, they are rarely seen in the wild, though the Goblins and Lizardmen are known to raise them.

Killer Fish

Extremely gluttonous, and capable of tearing great gobbets of flesh with a single bite of their powerful jaws, these fish are extremely agile and make a difficult target for even the most skilled fishermen. The only opportunity to seize one is when they leap from the water to attack.

Scorpion

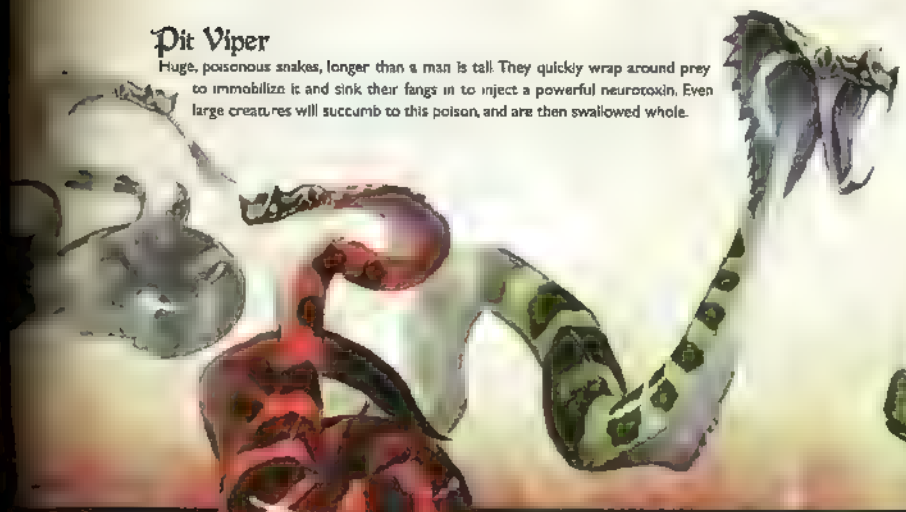
Some parts of Hydeland are home to cat-sized scorpions. Men harvest the poison from their tails and use it on arrowheads to make poison arrows.

Giant Spider

Spiders of this size prey on anything, even humans. They set sticky webs to capture their prey and can also skillfully throw rolls of webbing at their targets to ensnare them. Their large fangs deliver poison with every bite, and they can also spray poison all about them.

Pit Viper

Huge, poisonous snakes, longer than a man is tall. They quickly wrap around prey to immobilize it and sink their fangs in to inject a powerful neurotoxin. Even large creatures will succumb to this poison, and are then swallowed whole.



Frog

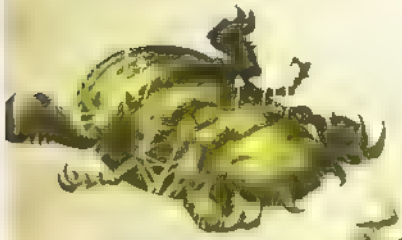
A type of frog commonly seen in Hydeland, these amphibians can grow to the size of a cow's head. Rumor speaks of some frogs as large as wagons.

Worm

Giant worms that crawl around in dungeons. They use their tentacles to paralyze their prey. Since they can swing on these tentacles to move about, they are nicknamed "Ropers."

Cocoon

Worms have never been known to enter a chrysalis, but due to a peculiar mutation, some Worms have begun to enter a pupal stage. These Cocoons are frail, but mature quickly.



Plant Worm

These are mutated Worms, but because they are small and have no jaws, they are thought to be the female form of Doom Beetle. Since they have only been seen after death, their ecology is a complete mystery.

Doom Beetle

The imago stage of a Worm that has been mutated by magic. After emerging from its cocoon, it becomes a monstrous beetle with giant jaws and a strong exoskeleton. These beetles are wildly aggressive and harbor Needle Fly larvae within their stomachs.

Needle Fly

Winged insects that emerge from a Doom Beetle's body. They enter and exit the Doom Beetle through its mouth. They feast on the bodily fluids of their prey using their long snouts.

Wasp

[illegible]morous, highly aggressive [illegible]. Given the opportunity, they [illegible] even attack humans and drag [illegible] back to their nest. Wasps that [illegible] nests in places without natural [illegible]tators will quickly and effectively [illegible]ure that land.

Wasp Nest

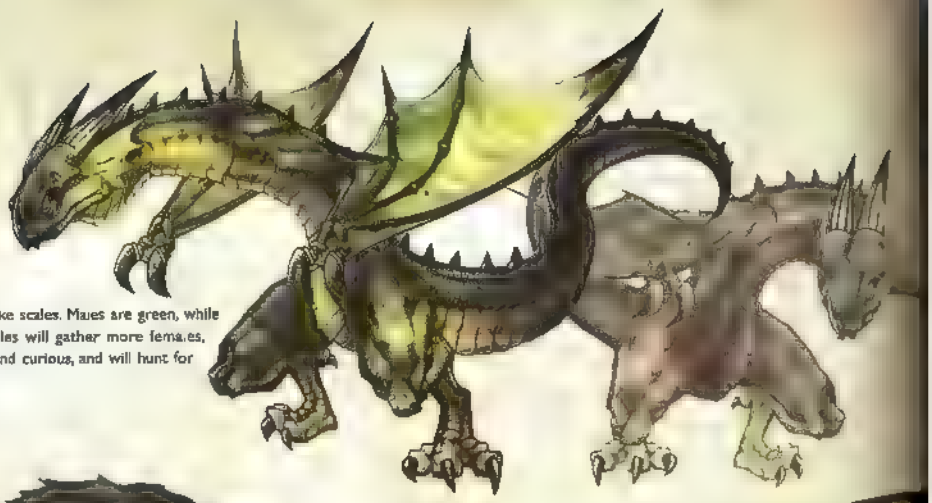
Wasps expand their nests as the hives population increases. If you come across a large nest, the area nearby will be quite dangerous.

Myconid Spawner

A colony of mushrooms that has reached abnormal proportions. They will continually give birth to Myconids as well as emit clouds of poisonous spores.

Myconid

Eerie fungus monsters that skillfully split their roots into two and walk like humanoids. When they sense danger, they emit poisonous spores, so caution is necessary. Still, rumor says that they can be quite delicious when cooked properly.



Wyvern ♂(left)/♀(right)

A flying dragon with smooth, snakelike scales. Males are green, while females are a sooty red. Strong males will gather more females, forming a pack. They are intelligent and curious, and will hunt for sport as well as for food.

Minotaur

A creature that massacres friend and foe alike with its man-sized axe. Because it could not be controlled, it was locked away deep within the Bilbaron Subterranean Fortress. The Orcs sacrifice a human to it once every month.

Harpy

A half-bird, half-human monster with the face of a beautiful woman. Many men become bewitched by their beauty and are killed. Their victims are taken back to their nests to be fed to their chicks. The chicks practice hunting in the ruins where their nests are made.

Vampire

Women who have become Vampires gain eternal youth and beauty, but as they thirst their eyes turn bloodshot and their hair withers. These pathetic creatures gather in the realms of the dead, wandering the night in search of their next prey.

Red Dragon

A vibrant red dragon, with each scale as strong as a steel shield. It breathes golden flames, and reduces everything to ash. It loves gems and gold, and slumbers in the treasure room of the Old Capital. If anything so much as touches a single coin from its great hoard, the dragon will awaken and chase the offender anywhere within the ruins.

Artist: Shigatake

Artist: Emika Kida

Artist: Yukika Hirai

Temple Ruins of the ancient Elician civilization

Underground temple of the ancient Elician civilization

Temples sinking into a

Old Capital treasure room

Old Capital ruins

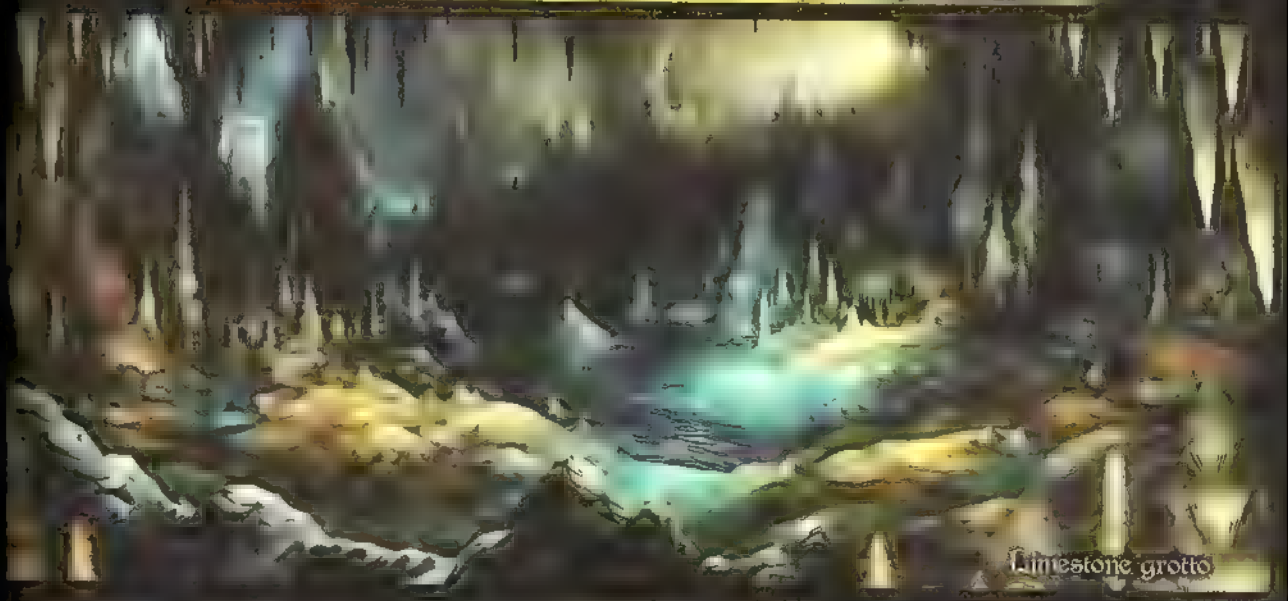
Lava cave

Lost Woo

Fungi fores

Crystal cav

Inside the Forgotten Sanctuary



Limestone grotto

Castle of the Dead: Catacombs

Herring Soup

Snail Soup

Carrot Soup

Sauteed Carrots

Grilled Enoki Mushrooms

Onion Rings

Stuffed Cabbage

Sauteed Myconid

Julienned Sauteed Worms

Escargot

Pea Croquettes

Onion Soup

Myconid Soup

Chicken Soup

Snake Stew

Creamy Barracuda Stew

Rabbit Stew

Oyster Stew

Pea Potage

French Fries

Toasted Bread

Macaroni Soup

Paella with Mussels

Deep-fried Scorpion

Ham Steak

Harpy Egg Omelette

Roast Ham Steak

Seared Hare

Roasted Chicken

Sauteed Minotaur Tongue

Hearty Meat Soup

Boar Piccata

Stewed Minotaur Tongue

Stir-fried Bat

Lobster Thermidor

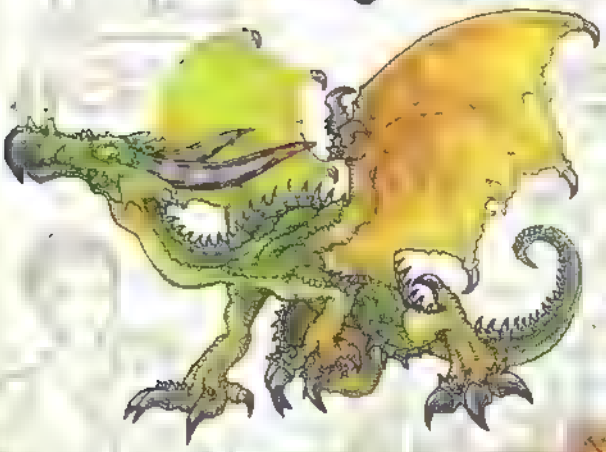
Barracuda Meuniere

Mussels Bouillabaisse

Grilled Snake

Roasted Salamander

Deep-fried Herring



These were drawn as a project for the Dreamcast in 1998. At that time, the project would not go through if it was 2D, so I test-created 3D character models. The female warrior created at this time would become the base for the 3D model of Fantasy Earth, created later. (Kamitani)

Guest Artwork

The people that I asked for guest artwork are designers that I have looked up to since my days at Capcom.

Yasuda-san, known as "Akiman," was my boss at the top of Capcom's design department, and is someone I still respect and strive to be like.
Kimi Nishimura is someone I look up to, who continues to fascinate her many fans, myself one of them.
And finally, Gouda Cheese, also known as BENGUS, is a talented friend who joined the company the same year I did, who made me realize what talent truly is.

To think that a day would come when the people I look up to would graciously draw the characters I designed... This book will be a lifelong treasure to me.
Yasuda-san, Nishimura-san, BENGUS-kun, thank you very much for indulging me.
(Kamitani)

Artist: Akiman

Artist: Kinu Nishimura

Artist: Gouda Cheese
(BENGUS)

Artist: Gouda Cheese
(BENGUS)

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